

## AMENDMENT TO THE CLAIMS

Claims 1-9 (canceled)

10. (currently amended) A method for spatialization of sound relating to a video, wherein the sound has associated 2D location information for x-location and y-location corresponding to x and y coordinates of the video, respectively for which width and height correspond to width and height of the video, comprising steps of

transforming the 2D location information to a 3D coordinate system, wherein said y-location ~~height information~~ is mapped to audio depth information perpendicular to the 2D video plane and said x-location is mapped to itself; ~~width information remains audio width information;~~  
~~extracting a third coordinate value;~~  
adding a ~~the~~ third coordinate value to the transformed location information in the 3D coordinate system as new audio height information to a 3D audio position vector; and  
spatializing the sound according to the resulting 3D location information ~~audio height, depth and width information of the 3D coordinate system.~~

11. (currently amended) Method according to claim 10, wherein the spatialization is performed according to a scene description containing a parametric description of sound sources corresponding to the audio signals, wherein the parametric description has a hierarchical graph structure with nodes, wherein a first node comprises said x-location and y-location information ~~width and height information~~ and a second node comprises said third coordinate value and data defining said transformation transforming.

12. (currently amended) Method according to claim 10, wherein said x and y coordinates correspond to the said 2D coordinate system corresponds to the screen plane and said 1D value corresponds to a depth information perpendicular to screen plane.

13. (currently amended) Method according to claim 10, wherein said transforming enables mapping of a vertical ~~a transformation of said 2D-coordinate values to said 3D positions enables mapping of a vertical-~~ movement of a graphical object in the screen plane to a movement of a corresponding audio object in the depth perpendicular to said screen plane.
14. (currently amended) Method according to claim 10, wherein the mapping is performed according to a 2x3 matrix or corresponding rotation ~~around the-~~ horizontal or width axis.
15. (previously presented) Method according to claim 10, wherein separate sound sources are coded as separate audio objects and the arrangement of the sound sources in a sound scene is described by a scene description having first nodes corresponding to the separate audio objects and second nodes describing the presentation of the audio objects and wherein a field of a second node defines the 3D spatialization of a sound source, said third coordinate and said transforming.
- Claims 16-17 (canceled)
18. (withdrawn – new) Method for decoding a presentation description of audio signals using a method for spatialization according to claim 1, further comprising initial steps of:
- receiving audio signals corresponding to a sound source linked with a parametric description of said sound source, wherein said parametric description includes information which allows spatialization in a 2D coordinate system based on x-location and y-location; and
  - separating an additional 1D value from said parametric description, wherein the 1D value is used as said third coordinate value.

19. (withdrawn – new) Method according to claim 19, wherein audio objects representing separate sound sources are separately decoded and a single soundtrack is composed from the decoded audio objects using a scene description having first nodes corresponding to the separate audio objects and second nodes describing the processing of the audio objects, and wherein a field of a second node defines the 2D or 3D spatialization of a sound source.